

QUEST

DEATH VØLLEY

MEDIUM / 6 SURVIVORS / 120 MINUTES

This Mission requires the rules and components found in

- Zombicide Black Plague
- Wulfsburg

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The necromancers will dominate the city if their Deadeye Walkers take control of the wooden tower in the merchants' quarter. They've created a portal from which an army of skeletal archers are entering the city, and protected it with two wards! But there is hope: we think we can find talismans that will bring down their defensive spells and let us burn the tower to the ground.

Tiles needed: **2R, 3V, 5R, 7R, 8R, 10V**

Zombies **Black Plague set**
needed: **Deadeye Walkers**
1 abomination (Suggested: Ablobination)
1 necromancer (Suggested: Queen Severa)

OBJECTIVES

Achieve the objectives in this order:

1. **Find the green talisman.** Once the green Objective is found, any Survivor can open the green door.
2. **Take the blue talisman.** Taking the blue Objective immediately removes the magic circle at the base of the wooden tower.
3. **Get what's ours!** Take the two Vault artifacts in the wooden tower.
4. **Make it permanent.** Burn down the wooden tower.
5. **Fly, you mules!** All Survivors must survive and exit the merchants' quarter.

SPECIAL RULES

- **Setup:**
 - Put the green Objective randomly among the red Objectives face down.
 - Put a Vault artifact randomly in each Vault (Tower levels 2 and 3).
 - Place the blue Objective face up in the indicated building.
 - Do NOT include the Deadeye Walker cards in the spawn deck. The cards are NOT used.
 - The purple and yellow vaults represent the 2nd and 3rd levels of the wooden tower, rising from the Wulfsburg tower room. The vault doors begin open.
- **On the move.** Each round, the green spawn zone will spawn 1/2/3/4 Deadeye Walkers based on the current danger level. If there are not enough zombies to spawn, place as many as possible and then all Deadeye Walkers gain another activation.
- **Ancient magic.** The green spawn zone cannot be removed.
- **Evil focus.** They Deadeye Walkers follow these activation rules:
 1. If able, they attack Survivors following their normal rules.
 2. If no Survivor is in line of sight and range, they move towards the tower or up the tower. They do NOT move towards Survivors based on noise.
- **Height has its advantages.** The following rules apply to the tower:
 - The Wulfsburg tower follows normal tower rules. It is considered Level 1 of the wooden tower.
 - The room on the tower is the entrance to the 2nd Level of the wooden tower, as indicated by the purple Vault door. The room is protected by a force field: no Survivor can enter or target that zone until the blue Objective is taken. Zombies are not restricted by the force field.
 - Actors on the purple Vault, the 2nd level of the wooden tower, can attack using Ranged weapons (not Enchantments) that are x2 normal range. LOS is any street zone or any room with an adjacent, open door. LOS is not limited to straight lines. Count squares orthogonally from the tower base.
 - Actors on the yellow Vault, the 3rd level of the wood tower, can attack as above with a x3 normal range.
 - Level 2 and 3 of the wooden tower can be targeted from outside the tower, even before the force field is removed.
 - Normal Vault LOS rules apply for LOS between levels 1 and 2 and 2 and 3.
- **Looking for the talisman.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Torch it!** After both Vault artifacts have been taken and all Survivors are out of the wooden tower, the tower can be destroyed by Dragon Fire. The Dragon Fire must be lit in the room on Level 1. At the start of the next Survivor's Phase, the 2nd Level is destroyed. At the start of the next Survivor's Phase after that, the 3rd level is destroyed.
- The Survivor who activated the Dragon Fire will receive experience for the zombies as each level is destroyed.
- **To safety and celebration!** After the wooden tower is destroyed, Survivors must Exit the map by spending 1 action on the Exit street zone. No zombies can be in the zone when taking this action.

8R 5R 7R
10V 3V 2R


Player


Tower Level Entrance


Doors


Force Field


Spawn Zones


Objective (5 XP)


Exit Zone

